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The Magical Quest

Starring MICKEY MOUSE

INSTRUCTION BOOKLET

CAPCOM

SUPER NINTENDO ENTERTAINMENT SYSTEM

The Magical Quest Starring MICKEY MOUSE

A special message from CAPCOM

Thank you for selecting **The Magical Quest starring Mickey Mouse**, the latest addition to Capcom's library of Disney titles. Following such hits as The Little Mermaid, DuckTales and Darkwing Duck, **The Magical Quest starring Mickey Mouse** continues the tradition of action packed games for the whole family.

The Magical Quest starring Mickey Mouse features colorful state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new addition to your video game library.

Joseph Morici

Joe Morici
Senior Vice President

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

LICENSED BY

Nintendo

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Official Nintendo Seal of Quality

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MADE IN JAPAN

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SAFETY PRECAUTIONS

Follow these suggestions to keep **The Magical Quest starring Mickey Mouse** Game Pak in perfect operating condition.

1. **DO NOT** subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.

2. **DO NOT** touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.

3. **DO NOT** try to disassemble your Game Pak.

4. **DO NOT** let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

GETTING STARTED

1. Insert **The Magical Quest starring Mickey Mouse** Game Pak into your Super Nintendo Entertainment System and turn the power on.

2. When the title screen appears, press the **START** button.

3. When the next screen appears, you will see the following choices: 1P GAME, 2P GAME and OPTIONS. The 1P GAME is designed for one player, while the 2P GAME allows two players to take turns controlling Mickey. Push the control pad up or down to highlight the game you would like to play and then press the **START** button.

   (For an explanation of the OPTIONS screen, please read the "Using the Options Screen" section in this manual.)

4. Watch the story screens to learn what happened to Pluto or press the **START** button to skip them. Once they are finished, get ready as you and Mickey enter a mysterious and magical world!

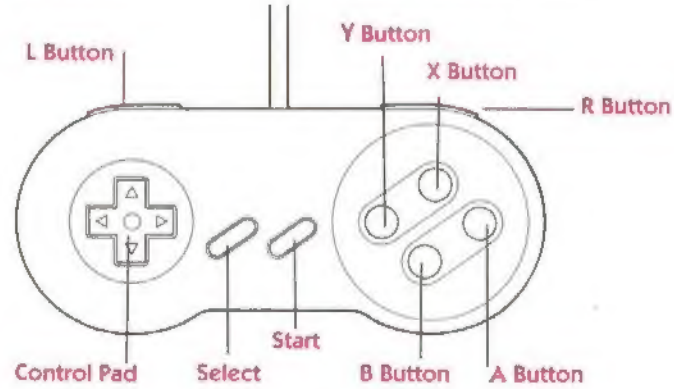
5. To end the game at any time, simply turn your Super Nintendo Entertainment System off and remove your Game Pak.

THE QUEST FOR PLUTO

One day while playing ball in the park...

CONTROLLING MICKEY MOUSE

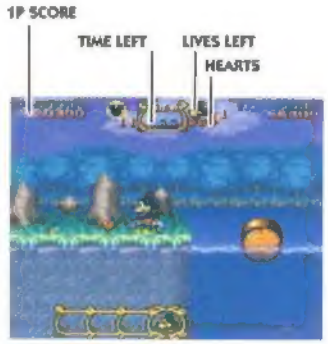
To move Mickey left or right	Press the control pad **left** or **right**.
To make Mickey jump	Press the **B** button.
To make Mickey duck	Press **down** on the control pad.
To grab something or use a special power	Press the **Y** button.
To spin something	Grab the item and then press the **Y** button.
To select a costume box	Press the **L** or **R** button.
To change costumes	Press the **A** button.
To pause the game	Press the **START** button.



LAND OF MAGIC AND MYSTERY!

Pluto has disappeared and his pal Mickey is hot on his trail! Pluto's tracks lead Mickey to a magical world filled with giant vines and strange new creatures. However, a dark shadow of mystery surrounds this land and it is not as peaceful as it seems.

As he travels through the land, Mickey meets a kind, old wizard who tells him that evil Emporer Pete has snatched poor Pluto! Summoning his courage, Mickey vows to free his pal and sets off toward Emperor Pete's Castle. But it won't be easy for brave, little Mickey. Emperor Pete has cast a dark and sinister spell over his entire kingdom. And now, everyone in the land is after Mickey!



Mickey must bop buzzing bees as fast as he can as he runs and jumps through this mysterious land. Hopping on their head makes them dizzy and then Mickey can grab them and send them spinning! Search for hearts to keep Mickey strong, because when Mickey runs out, his strength is gone.

Watch out for Emperor Pete's special guardians along the way, bop them on the head until they go away. Use your magic or whatever you can, you must defeat them to save the land!

QUICK CHANGES

Along his treacherous trek, Mickey will find three special costumes which will aid him in his journey. When Mickey finds or is given a costume, it appears in one of his costume boxes.

When you want Mickey to change his costume, press the **L** or **R** button to highlight the costume you wish Mickey to wear. Press the **A** button and in just a moment, Mickey will reappear and be ready for action.

THE WIZARD'S COSTUME

When Mickey changes into the Wizard's Costume, he is able to perform great feats of magic. By holding down the **Y** button, Mickey can charge up his magical energy. The longer you hold the button, the more powerful the magic becomes. Release the button and Mickey will launch a dazzling bolt of magical energy!

Each time Mickey uses his magic, Mickey's magic meter will go down. Collect magic lamps to help Mickey regain his magical power or Mickey will be helpless against Emperor Pete's evil magic.

THE FIREFIGHTER'S COSTUME

When Mickey straps on his red helmet and boots, he becomes a fearless firefighter! Press the **Y** button and Mickey will release a powerful stream of water from his firehose. The stream of water is so powerful it can even move some types of blocks!

THE FIREFIGHTER'S COSTUME continued

As Mickey uses his firehose to put out fires, his water meter will go down. It is up to Mickey to find extra fire hydrants to increase his water supply or it will soon evaporate!

THE MOUNTAINEER'S COSTUME

Once he changes into his fancy climbin' duds, Mickey becomes the bravest mountain climber alive. Using his handy rope and grappling hook, Mickey can scale a cliff quicker than a mountain goat.

To throw the rope straight up — Push **up** on the control pad and press the **Y** button.

To throw the rope left or right — Push **left** or **right** on the control pad and press the **Y** button.

To throw the rope diagonally — Press the **Y** button.

Once Mickey has safely attached his rope to a block or wall, Mickey can use it to:

Climb up the rope — Press **up** on the control pad.

Swing — Push the control pad in the direction you are facing. (Either left or right)

Release the rope — Press **down** on the control pad or press the **B** button.

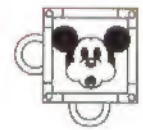
The kind, old wizard has used his magic to scatter blocks and treasure boxes throughout Emperor Pete's Kingdom. If he is brave and smart, Mickey can use these blocks to help overcome troublesome obstacles and enemies.

GREY BLOCKS — These blocks can only be climbed on.

GOLD BLOCKS — These blocks can be climbed on or grabbed and spun.

RED BLOCKS — These blocks can be climbed on or grabbed and spun. They will reappear once Mickey grabs them.

UP BLOCKS — These blocks will travel straight up when grabbed and spun.

TREASURE BOXES —  These boxes contain all types of treasures!

SPECIAL ITEMS!

MAGIC LAMP

Partially refills the Magician's Magic Meter.

FIRE HYDRANT

Partially refills the Firefighter's Water Meter.

COINS

Coins can be used to buy items at General Stores that are hidden throughout Emperor Pete's Kingdom.

MAGIC TURBAN

Uses half the magic energy of the regular turban.

FIREFIGHTER'S COSTUME

Uses half the water of the regular firefighters's costume.

APPLE

Adds 500 points to Mickey's Score.

BLUEBERRIES

Adds 200 points to Mickey's Score.

SMALL HEART

Refills one heart on Mickey's Health Meter.

BIG HEART

Adds an extra heart on Mickey's health meter.

MICKEY DOLL

Gives Mickey an extra chance to find Pluto.

QUESTING TIPS

1. You can hitch a ride on the giant cherries, if you spin them and then grab them.
2. General stores are hidden throughout the kingdom! Find them and use your gold coins to buy special items.
3. Mickey can jump further if he gets a running start.
4. The firehose can be used to move certain types of blocks.
5. Use your special powers to defeat Emperor Pete's special guardians. Keep on hitting them in the head until they are defeated.
6. Use your special powers to open treasure boxes that don't have handles.

USING THE OPTIONS SCREEN

When the title screen appears, push the control pad up or down to move the marker next to OPTIONS and press the **START** button. When the next screen appears, push the control pad up or down to highlight the option you wish to change.

DIFFICULTY

This option changes the difficulty of the computer opponent. Push the control pad left or right to change the option. In the **EASY** game, Mickey will start out with five hearts, while in the **NORMAL** and **HARD** modes, Mickey has less hearts and he will face tougher enemies.

1PLAYER/2PLAYER

This option allows you to change the buttons used for the **HOLD/SHOT**, **JUMP** or **CHANGE** moves. Highlight the move you wish to change and then press the button you now wish to use.

SOUND MODE

This option allows you to select either **STEREO** or **MONOAURAL** sound. Push the control pad left or right to highlight the option you wish to use.

EXIT

Highlight this option and press the **START** button to exit the OPTIONS mode with your changes intact.

STRATEGY NOTES

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WARRANTY INFORMATION

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Capcom Consumer Service Department of the problem requiringwarranty service by calling (408)727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.

3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $15.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $15.00 payment refunded.

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